

ABSTRACT OF THE DISCLOSURE

A game apparatus includes a CPU. The CPU generates a game image based on an image photographed by a virtual camera arranged in a game space, and displays the game image on a monitor connected to the game apparatus. A character location of a player
5 character is used as a target location, for example, and the virtual camera is moved in such a manner that a location of a point-of-regard (point-of-regard location) of the virtual camera is brought close to this target location at a predetermined ratio. That is, the virtual camera follows the player character from behind after some delay.